

FREE! GAME CARDS STARTER-PACK!

SONIC

THE COMIC

**ON THE
THRONE!**

**WITH THE
EVIL EMPEROR
METALLIX!**

**PLUS ...
SONIC'S
WORLD!
KNUCKLES
& TAILS!**



**NEW
STORY**

**RETURN OF
ECCO
THE DOLPHIN**

**CHAOTIX
PIN-UP**

**ESPIO
THE CHAMELEON!**

**£1.20 • No 60
15 SEPTEMBER 1995**

CONTROL

ZONE



Have you opened your **Game Card Starter Pack**? Thought you'd like something to take your minds off a hard day's slog at school (stop groaning and check out the section below for more info on the latest game craze from the U.S.).

Chaotix fans should turn to the centre pages for an **Espio the Chameleon** pin-up. Plus, the **Review Zone** puts the spotlight on *Comix Zone*, Sega's exciting new Mega Drive game where you play the role of a comic writer/artist. Speaking of which...

Would you like one of the mega talented *STC* artists to draw something just for you? If the answer's yes, then put a note in your diary for the **UK Comic Art Convention (UKCAC)**, held at the Institute of Education, Bedford Way, London on Sunday, 1 October. From 3.30pm you'll get the chance to meet some of the *STC* creators, and if you take an adult with you (boo-hiss!), you'll get in free! For more information, see you in the next issue!



If you're wondering where on mobius to buy these, brave your major toy retail outlets. Forget the teabags, it's all in the cards!

- MANAGING EDITOR: Richard Burton
- EDITOR: Deborah Tate
- DISTANCE: Gary Knight
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- COVER: Carl Flint
- PUBLISHER: Rob McNamee

Published under other Sonarby by Finlayson Editions Ltd, 25/31 Tavistock Place, London WC1H 9SD. Tel: 0171 314 6400. Some of the cover art may not be sold for more than the selling price shown on the cover. Printed in Britain by William Gordon & Sons Ltd, Weymouth, Dorset. Cover material: Covers printed by Stacks-on-site Bookbinding Printers Ltd, Chesham. Origination by David Bruce Graphics Ltd, London. Copyright © Finlayson Editions Ltd, 1995. Copyright © Sage Enterprises Ltd, licensed by Copyright Promotions Ltd. Reproduction without permission strictly prohibited. Distributed by: Seymour, Woburn Place, 1270 London Road, Woburn, London MK16 6JH. Tel: 0181 485 2134 (Customer Service). Productive: Sarah Clark, Advertising: Tina Glozier. Tel: 0171 314 6110. ISBN 0593 3001.



CHARTS
COMPILED
BY
GALLUP



↑ up/down RE/NEW entry ● non mover

MEGA DRIVE

- 1 ● BRIAN LARA CRICKET
- 2 ↑ THEME PARK
- 3 ↑ FIFA SOCCER '95
- 4 ↑ PGA TOUR GOLF 3
- 5 ↑ STREET RACER
- 6 ↓ RUGBY WORLD CUP 1995
- 7 ↓ FEVER PITCH SOCCER
- 8 ↑ NBA LIVE '95
- 9 ↑ STREETFIGHTER 2 CHAMP EDITION
- 10 ↓ NHLPA HOCKEY 1995

MEGA-CD

- | | | |
|----|----|---------------------------|
| 1 | ↑ | LETHAL ENFORCERS |
| 2 | ↑ | STAR WARS CHESS |
| 3 | ↑ | FIFA INTERNATIONAL SOCCER |
| 4 | ↓ | MICKEY MANIA |
| 5 | ↓ | POWERMONGER |
| 6 | ↓ | EARTHWORM JIM |
| 7 | RE | WORLD CUP USA '94 |
| 8 | ↓ | BRUTAL: PAWS OF FURY |
| 9 | RE | SEGA CLASSICS |
| 10 | ↓ | REBEL ASSAULT |

MASTER SYSTEM

- | | | |
|----|----|------------------------------|
| 1 | ↑ | BATMAN RETURNS |
| 2 | ● | COOL SPOT |
| 3 | ● | WONDERBOY IN MONSTER WORLD 3 |
| 4 | ↑ | DESERT SPEED TRAP |
| 5 | ↓ | DONALD DUCK |
| 6 | ↓ | DESERT STRIKE |
| 7 | ↑ | STAR WARS |
| 8 | ↓ | SONIC THE HEDGEHOG 2 |
| 9 | ● | SONIC CHAOS |
| 10 | RE | SONIC THE HEDGEHOG |

GAME GEAR

- 1 MICRO MACHINES
- 2 SONIC THE HEDGEHOG 2
- 3 DESERT SPEED TRAP
- 4 JAMES POND 2 - ROBOCOD
- 5 WINTER OLYMPICS
- 6 ↑ STRIDER 2
- 7 ↑ MORTAL KOMBAT 2
- 8 RE SONIC CHAOS
- 9 NEW DROPZONE
- 10 ↓ PGA TOUR GOLF 2

ROBOTNIK HAS FINALLY CAPTURED SONIC! IT LOOKED LIKE IT WAS ALL OVER FOR THE COOL BLUE ONE, UNTIL ...

YOU WANT MY HELP? IF THIS IS SOME SORT OF TRICK ...

SONIC

THE HEDGEHOG

Script: NIGEL KITCHING
Art: RICHARD ELSON & JOHN BURNS
Lettering: ELLIE DE'VILLE

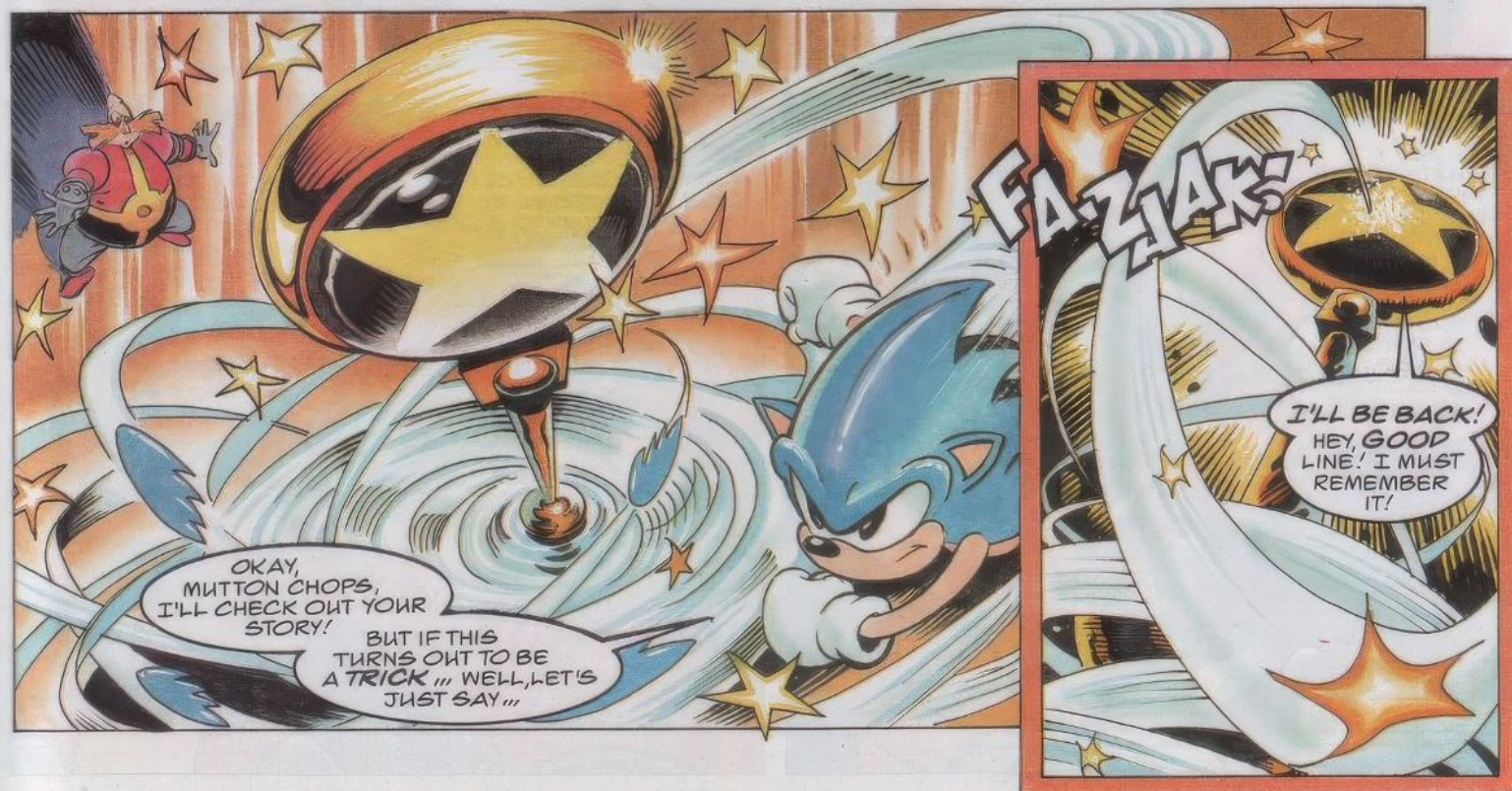
The Brotherhood of Metallix Part 2

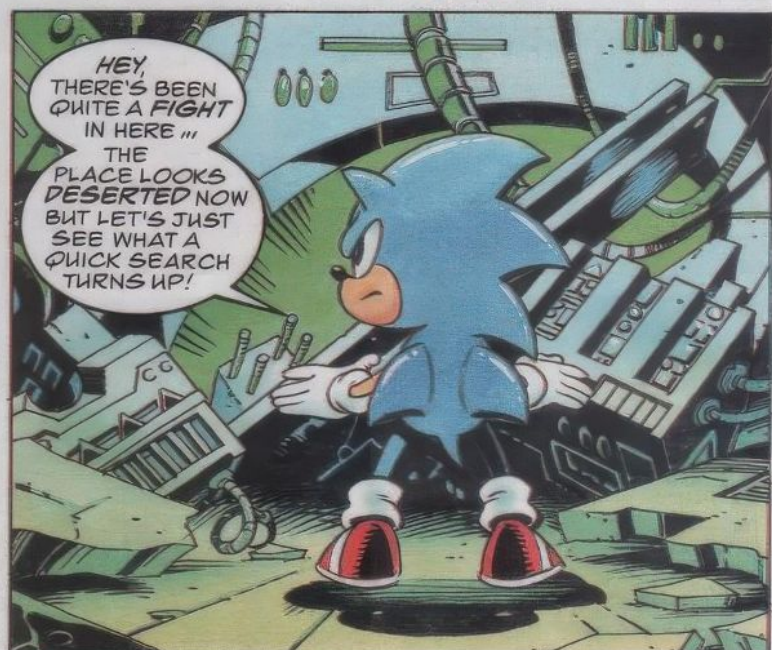
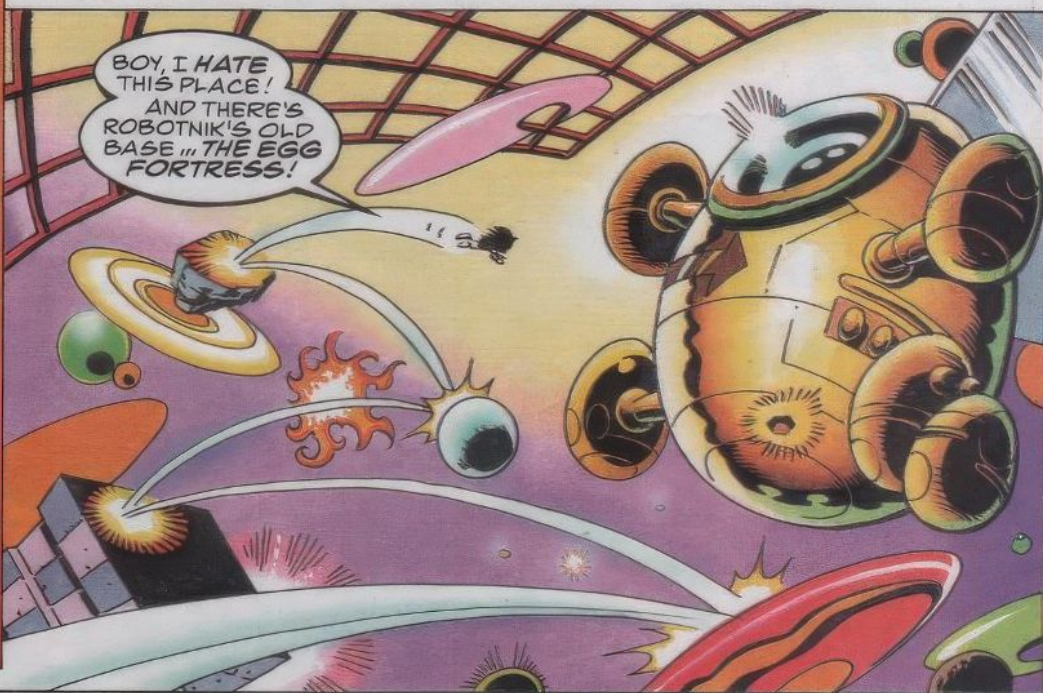
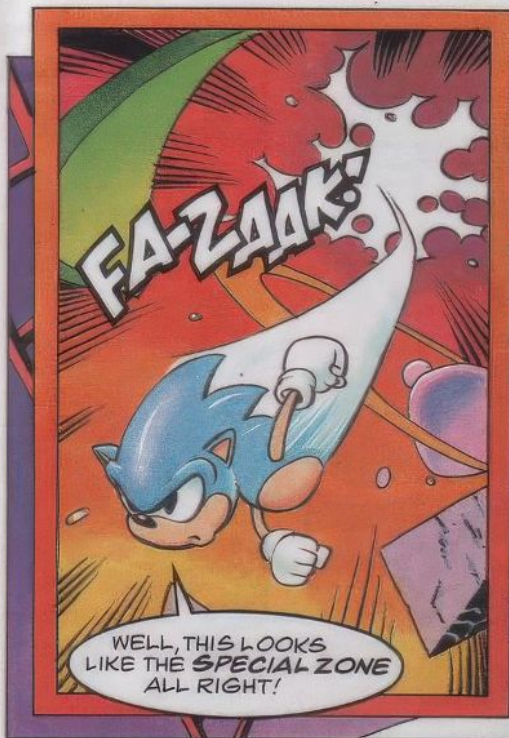
IT'S NO TRICK, SONIC! WE ARE BOTH IN GREAT DANGER FROM THE BROTHERHOOD OF METALLIX!

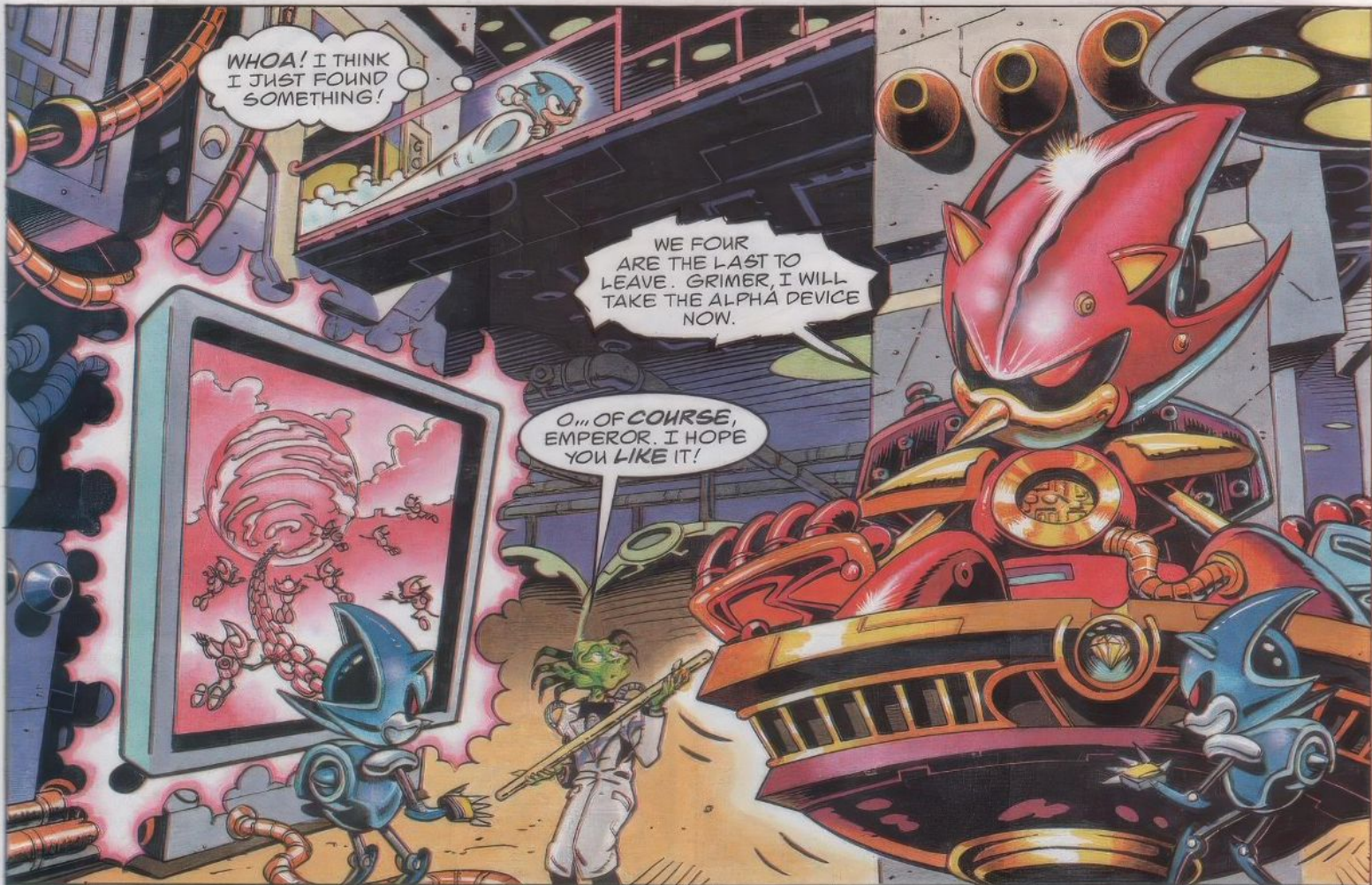
HEY, THAT'S RIGHT! THE METALLIX I MET RECENTLY MENTIONED A BROTHERHOOD! LOOK, ROBOTNIK, JUST HOW MANY OF THESE METALLIXES ARE THERE?

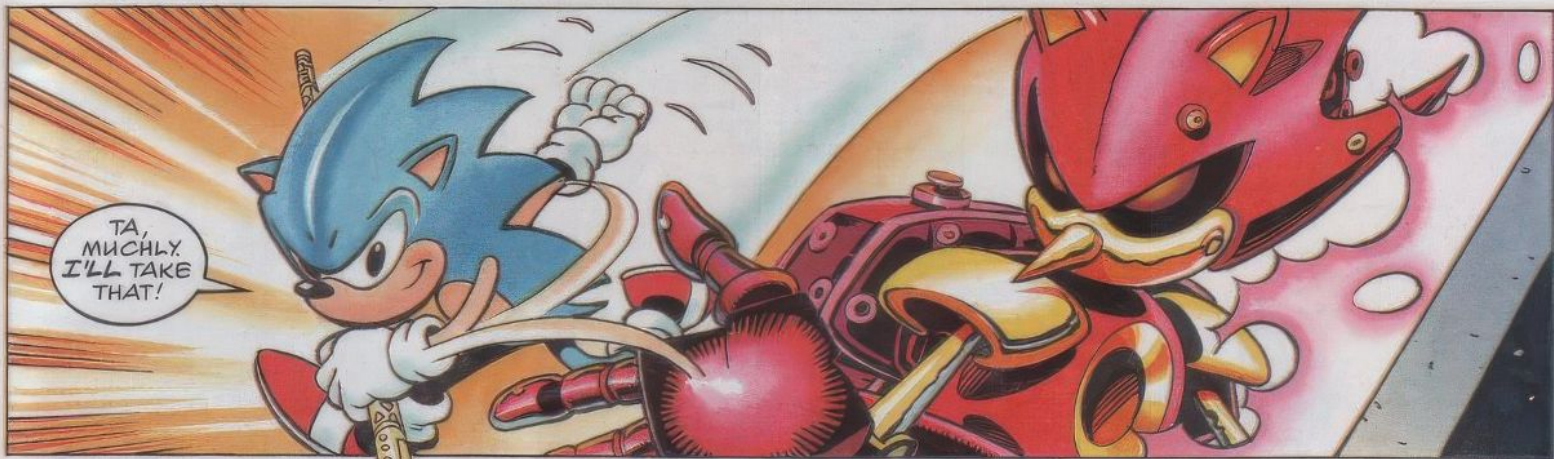
I WISH I KNEW! BUT I DO KNOW THEY'VE TAKEN OVER MY OLD BASE IN THE SPECIAL ZONE ... THEY'RE UP TO SOMETHING!

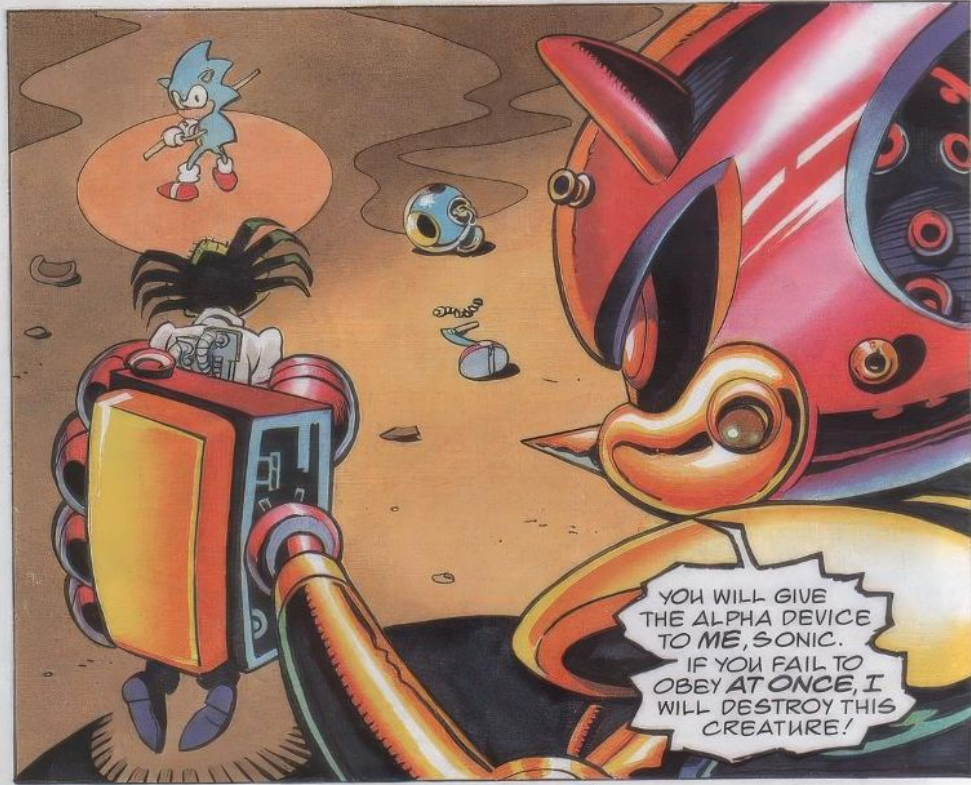
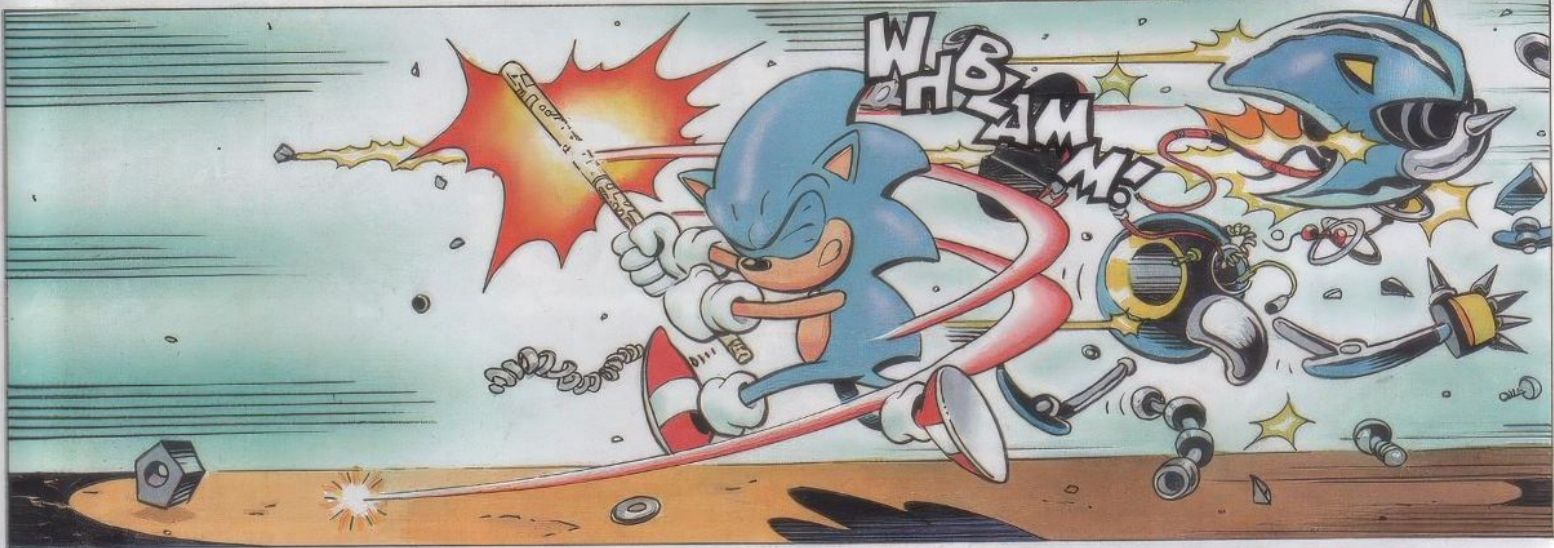
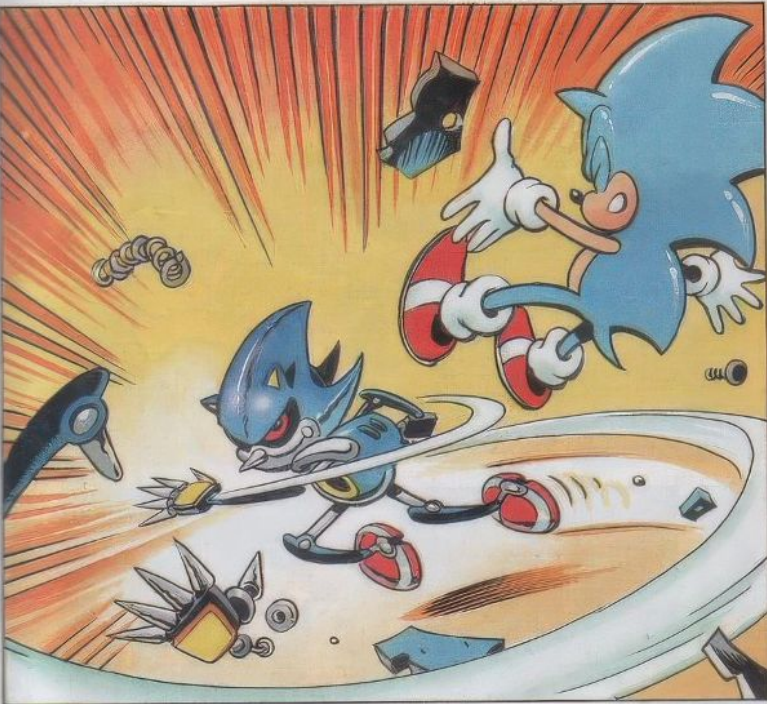
NOT LONG AGO THEY WERE HERE ... THEY KIDNAPPED GRIMER!











YOU WILL GIVE
THE ALPHA DEVICE
TO ME, SONIC.
IF YOU FAIL TO
OBEY AT ONCE, I
WILL DESTROY THIS
CREATURE!



NEXT ISSUE: RETURN TO THE MIRACLE PLANET!

REVIEW

ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM
UNDER 40 = YAWNsville

40-70 = NORMALsville
70-80 = FUN CITY

80-90 = BIG TIME CITY
OVER 90 = MEGA CITY

COMIX ZONE

PRE-RELEASE VERSION REVIEWED

Reviewed by Nick Protz.



GAME TYPE: BEAT 'EM-UP
PLAYERS: 1

PUBLISHER: SEGA
PRICE: AROUND £45



Meet Sketch Turner, freelance rock musician and writer/artist on the comic book, *Comix Zone*. Using his most frightening nightmares for inspiration, Sketch is working on the current issue in which the New World Empire finally faces the evil Mortus. Lately, Sketch has had this scary feeling that there is more to *Comix Zone* - it's as if it's all really happening in another dimension ...



LOOK AT ME, SKETCH -- I'M JUST A DRAWING!



NEW YORK CITY, PRESENT DAY

Comix Zone is an exciting new Mega Drive title from Sega, due for release this month. What makes this game so new and different is the comic-style layout (and if you don't know what that is, look at the copy of *STC* you're holding!). Each screen is divided into pages and panels, through which you must guide Sketch and his best buddy, Roadkill the Rat. To access the next part of the strip you have to defeat all the baddies along the way. While Sketch doesn't have much in the way of weapons, he has some pretty cool special



moves which can be used to great effect - my favourite is the Whirlwind Attack. Oh yes, and Roadkill the Rat - when morphed into a killer attack rodent - has some handy moves of his own too.

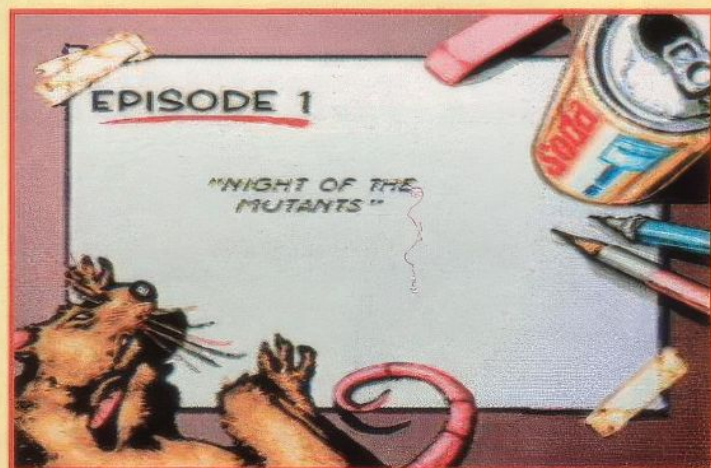
While **Comix Zone** is first and foremost a beat 'em-up game, you won't make it through without using your brain power. Sketch has to figure out how to reach switches to open doors, and sometimes there's



more than one route - the wrong choice can be very risky. Mortus's Mutant Army is a truly challenging force and you'll need to grab the scattered power-ups to stand any chance of victory.

The graphics are bright, colourful and well defined with perfect comic-style backgrounds. The music and

speech effects are clear and do much to set the tone. There's many clever touche which include speech balloons, plus an occasionally intrusive artist's hand (we'll have none of that in this comic! - Megadroid). The best thing about **Comix Zone** is that it's a new concept that really delivers. Just imagine taking your favourite comic (hint; it's initials contain the letters S, T and C), and controlling the action. More games like this please!



FINAL COUNTDOWN

RAVES

Love that rat!



GRAPHICS 90

SOUND 88

GRAVES

If only it was longer.



PLAYABILITY 93

OVERALL 91

RETURN OF

ECCO

THE DOLPHIN

Script: ALAN MORTONZIE Art: STEVE WIDZL Lettering: ELIITA FEL

PART 1

NEW
STORY

THE STORY SO FAR:
THE LIVING CREATURES
OF THE SEA HAVE
DISAPPEARED, PLUCKED
FROM THE WATERS BY
A STRANGE VORTEX
FROM ABOVE.

TRANSPORTED INTO THE PREHISTORIC SEAS
OF EARTH, ECCO ENCOUNTERED A SINISTER
GLOW MONSTER, SERVANT TO THOSE
RESPONSIBLE FOR THE DISAPPEARANCE
OF ECCO'S FRIENDS.

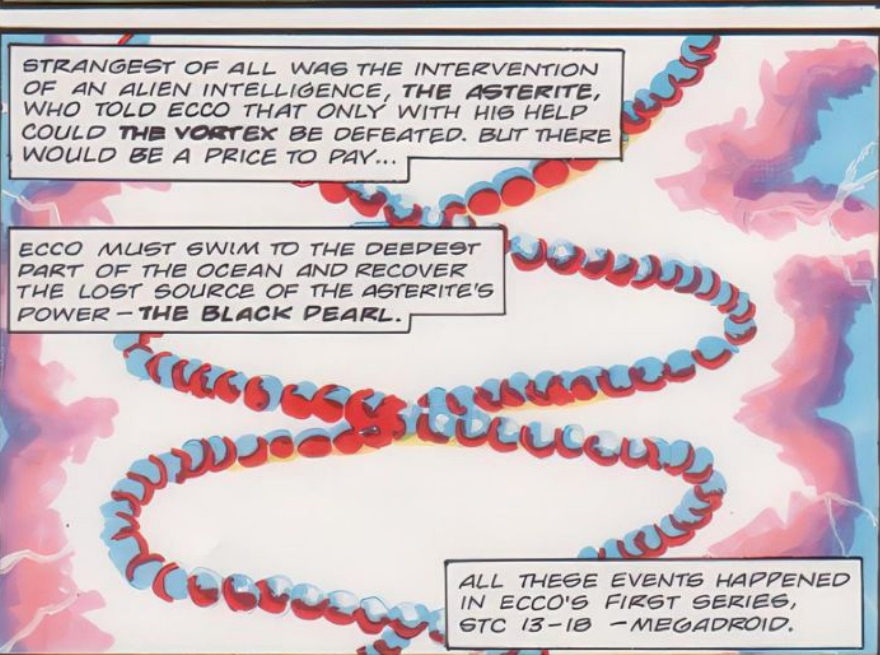


THEN, IN THE LOST CITY OF ATLANTIS,
THE GLYPHS BOOSTED ECCO'S
ABILITIES SO THAT HE MAY DEFEAT
THE **VORTEX** AND RETURN HIS
FRIENDS HOME.



STRANGEST OF ALL WAS THE INTERVENTION
OF AN ALIEN INTELLIGENCE, THE **ASTERITE**,
WHO TOLD ECCO THAT ONLY WITH HIS HELP
COULD THE **VORTEX** BE DEFEATED. BUT THERE
WOULD BE A PRICE TO PAY...

ECCO MUST SWIM TO THE DEEPEST
PART OF THE OCEAN AND RECOVER
THE LOST SOURCE OF THE ASTERITE'S
POWER - THE **BLACK PEARL**.



ALL THESE EVENTS HAPPENED
IN ECCO'S FIRST SERIES,
GTC 13-18 - MEGADROID.

SO NOW ECCO SETS OFF TO
LOCATE THE TRENCH WHICH
HOLDS THE BLACK PEARL
OF THE ASTERITE.

HE PROBES THE OCEAN DEPTHS
BEFORE HIM WITH HIS HEIGHTENED
RADAR, SENSING A **DISTURBANCE**
IN THE OCEAN CURRENTS AHEAD.

ZREEEK!

THIS
MUST BE WHAT
THE ASTERITE
MEANT.

FASTER AND FASTER HE SWIMS.

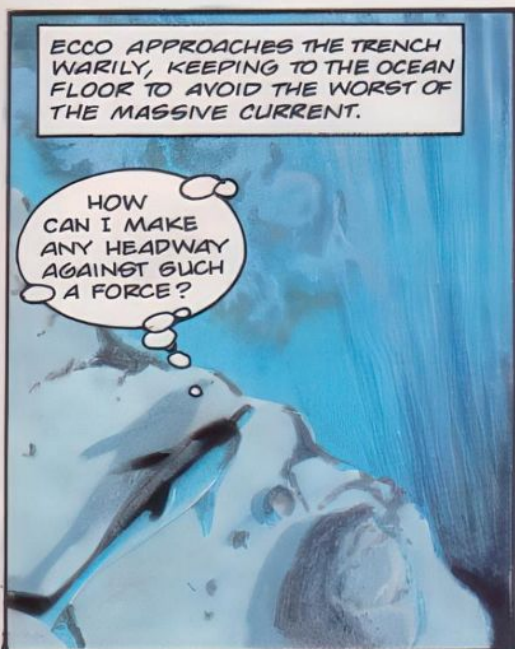
STRANGE!
NEVER HAVE I ENCOUNTERED
SUCH **CURRENTS** THIS DEEP
BEFORE...

THEN ECCO SEES A MIGHTY TEAR
IN THE OCEAN FLOOR. AND FROM
IT HOWLS A TREMENDOUS
UPCURRENT.



ECCO APPROACHES THE TRENCH
WARILY, KEEPING TO THE OCEAN
FLOOR TO AVOID THE WORST OF
THE MASSIVE CURRENT.

HOW
CAN I MAKE
ANY HEADWAY
AGAINST SUCH
A FORCE?



WAIT.
THAT ROCK
MIGHT BE THE
ANSWER.



ALL
I HAVE TO DO
IS... MOVE IT A
BIT SO...



THERE!



NOW I
FOLLOW THE ROCK
DOWN, AND IT PROTECTS
ME FROM THE
CURRENT!



DARKER AND DARKER IT GETS,
THE DEEPER HE SWIMS.

IT
SEEMS LIKE
THE CURRENT
IS EASING
OFF...

THEN, INCREDIBLY, THE CURRENT
DISAPPEARS ALTOGETHER.

IT IS!

BY MY
FINS!

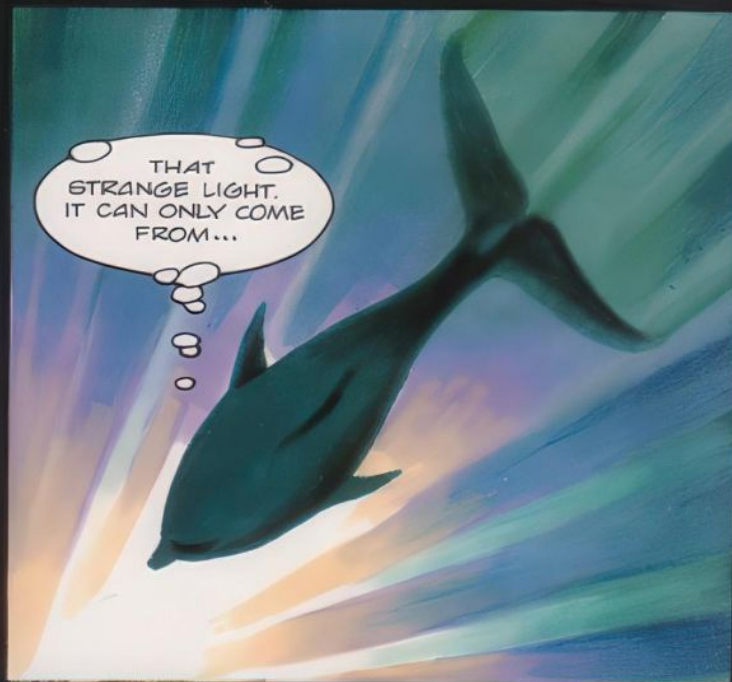
THE VORTEX WAS UNABLE TO REACH THIS FAR DOWN.

NEVER
BEFORE HAVE I SEEN
SUCH STRANGE
CREATURES!

BUT THE DOLPHIN'S JOURNEY
IS FAR FROM ENDED AND
DEEPER STILL HE GOES.



THAT
STRANGE LIGHT.
IT CAN ONLY COME
FROM...



...THE
BLACK
PEARL!



AND
THAT MUST BE
THE GUARDIAN THE
ASTERITE TOLD
ME OF.



NEXT ISSUE: ENCOUNTER!

KNUCKLESTM and TAILSTM

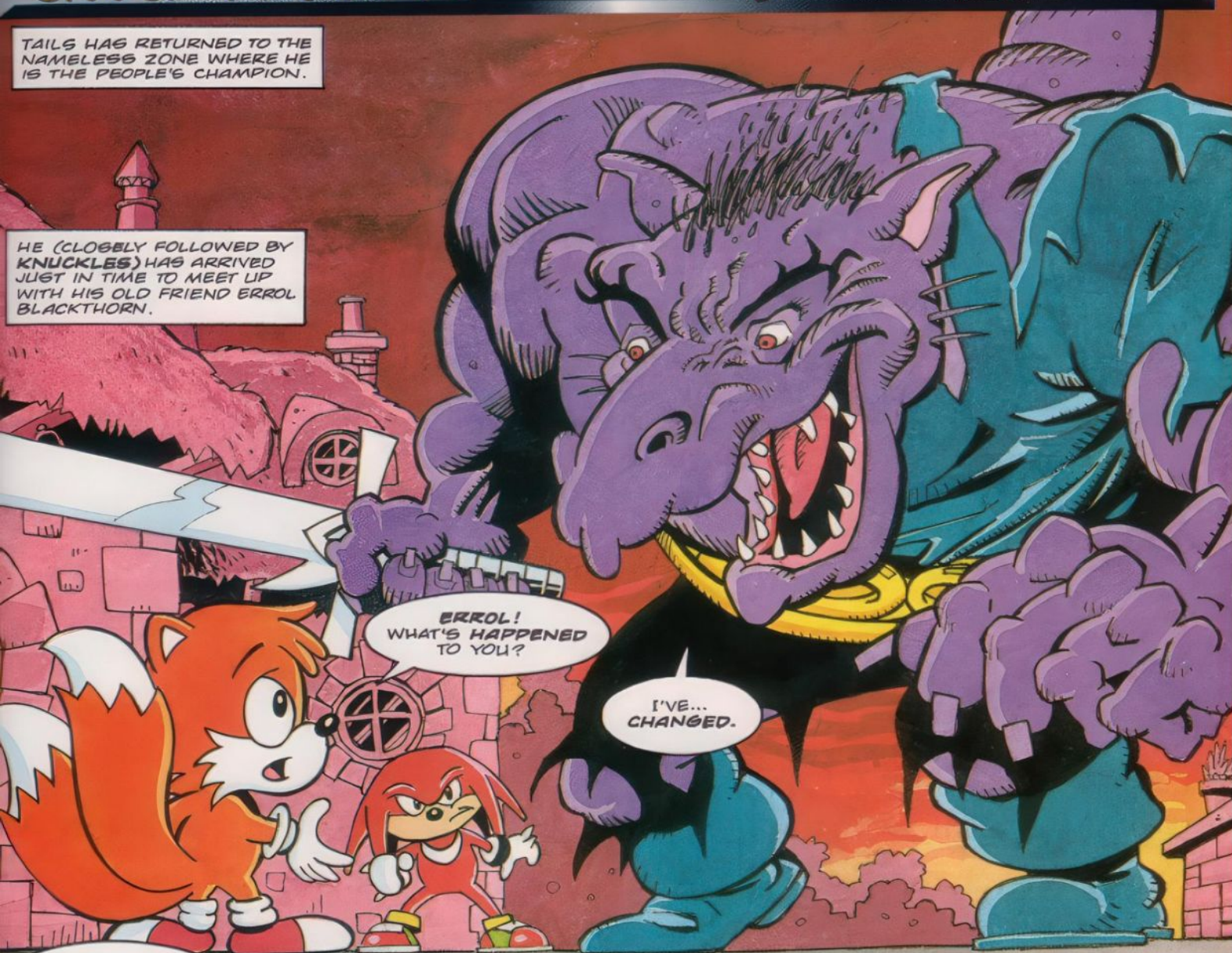


THE REVENGE OF TROGG Part 2

Script and art: NIGEL KITCHING
Illustration: ULITTA FELL

TAILS HAS RETURNED TO THE NAMELESS ZONE WHERE HE IS THE PEOPLE'S CHAMPION.

HE (CLOSELY FOLLOWED BY KNUCKLES) HAS ARRIVED JUST IN TIME TO MEET UP WITH HIS OLD FRIEND ERROL BLACKTHORN.



ERROL!
WHAT'S HAPPENED
TO YOU?

I'VE...
CHANGED.

I WAS A
FOOL! I WENT INTO
THE LAND BEYOND TO
SAVE THE ENCHANTER
KINGS!

BUT THE
MIGHTY TROGG
FOUND ME
FIRST!

WHAT
DID HE DO
TO YOU?

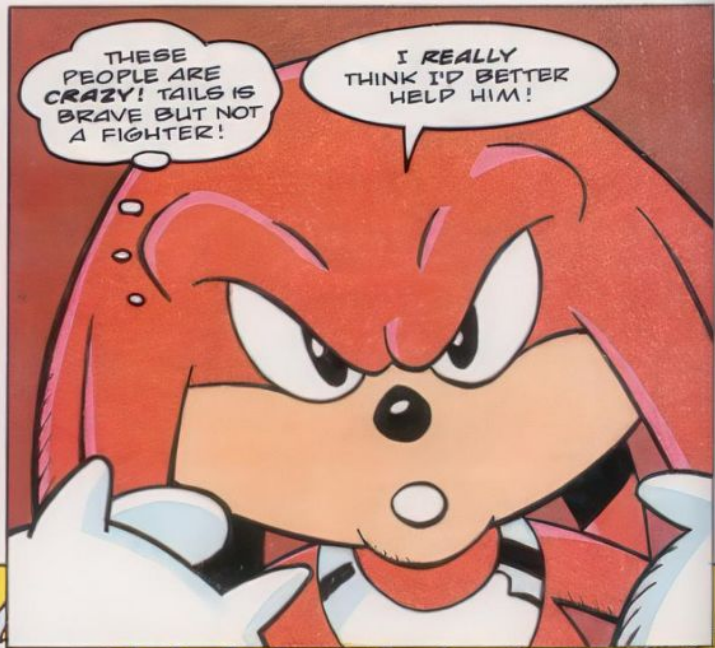


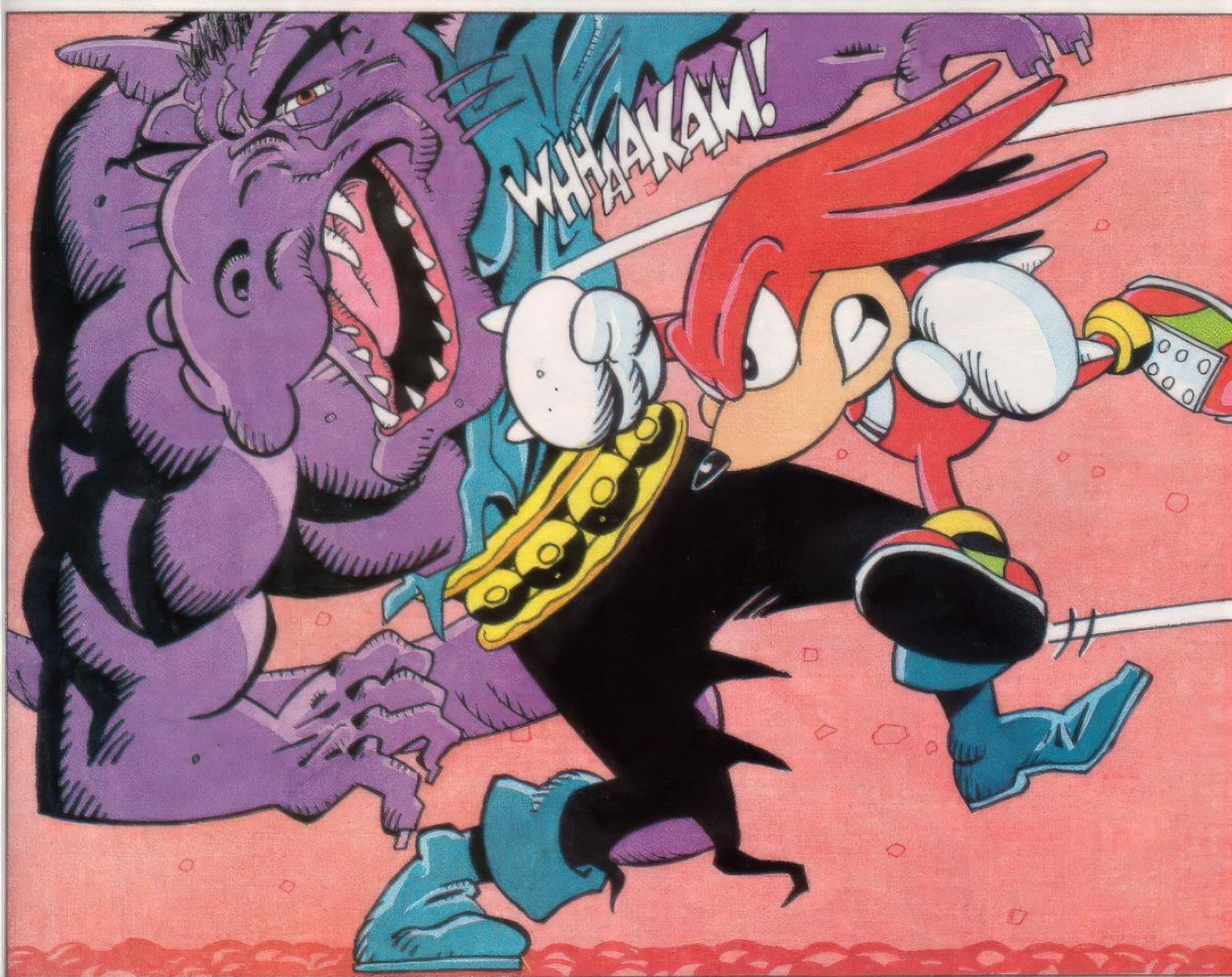
WHAT
DID HE
DO?

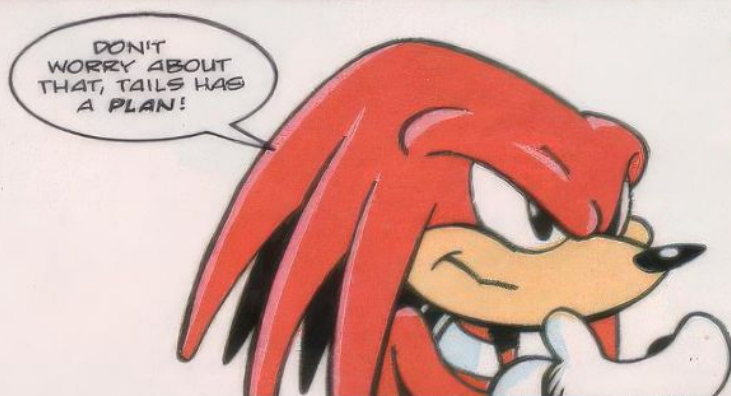
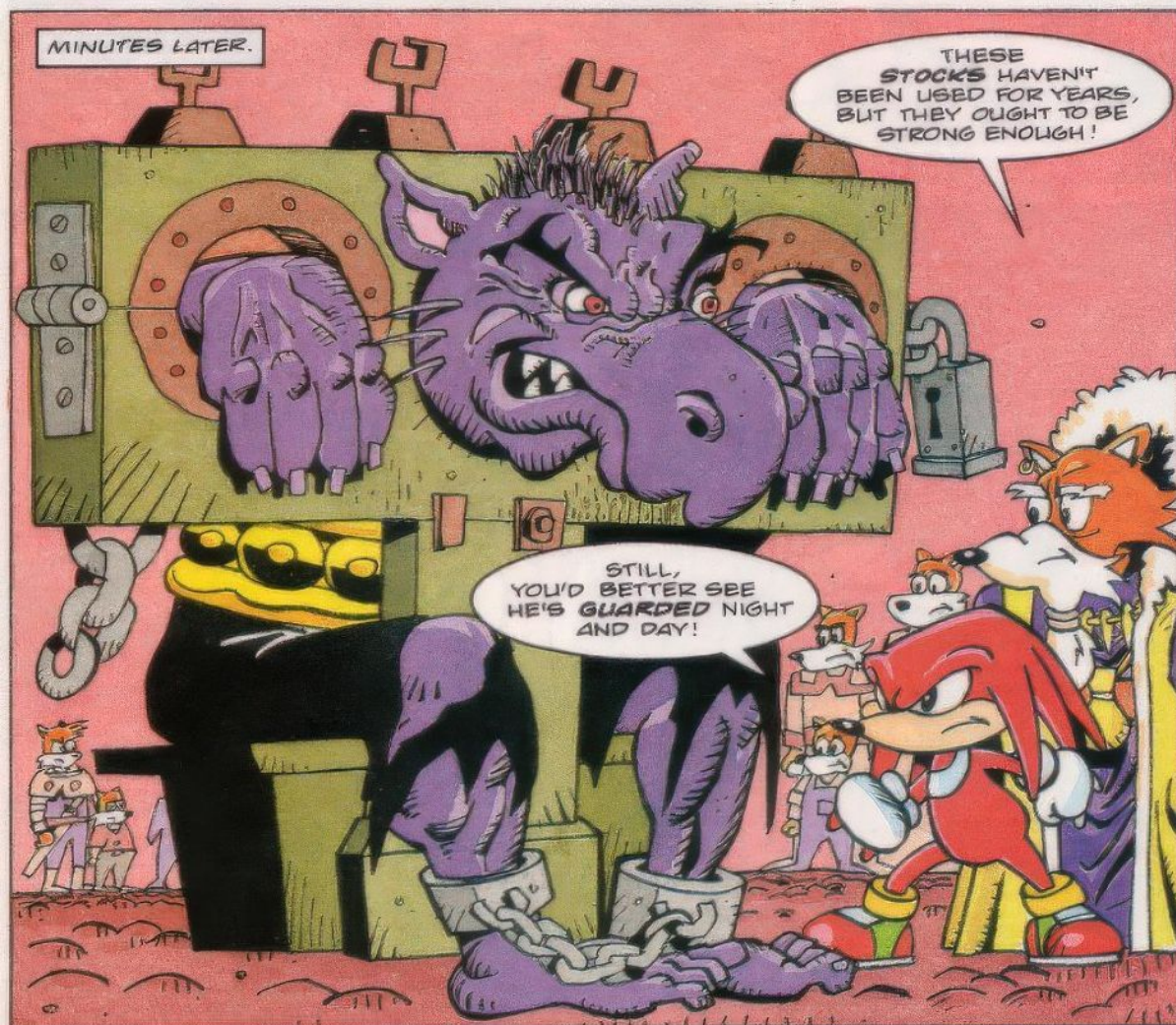
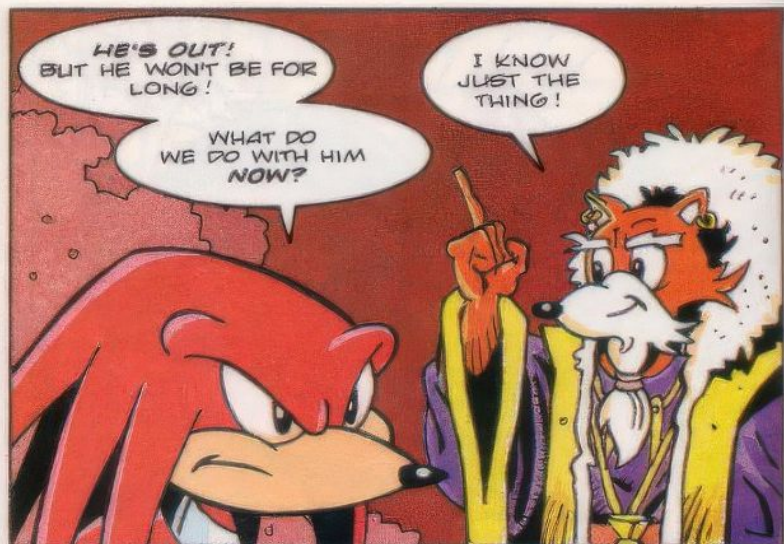
HE
MADE ME
STRONG!

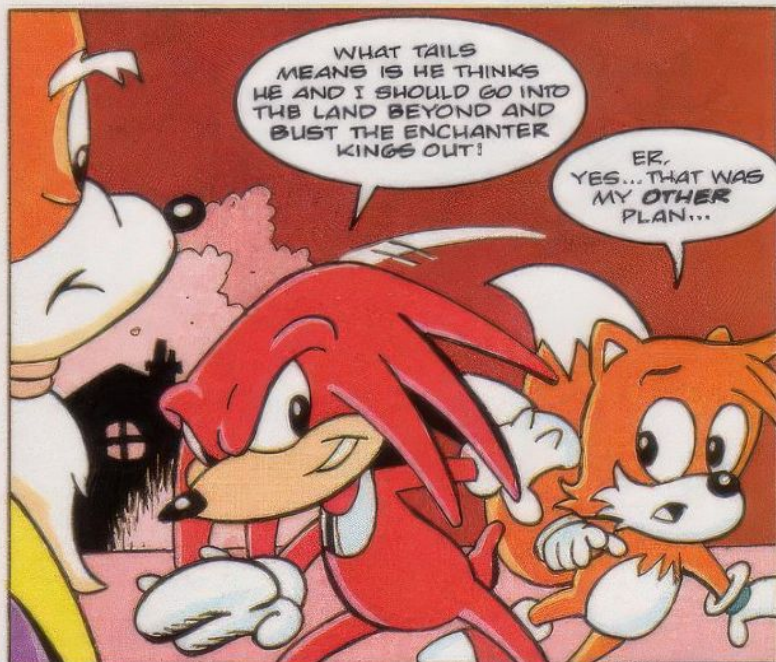
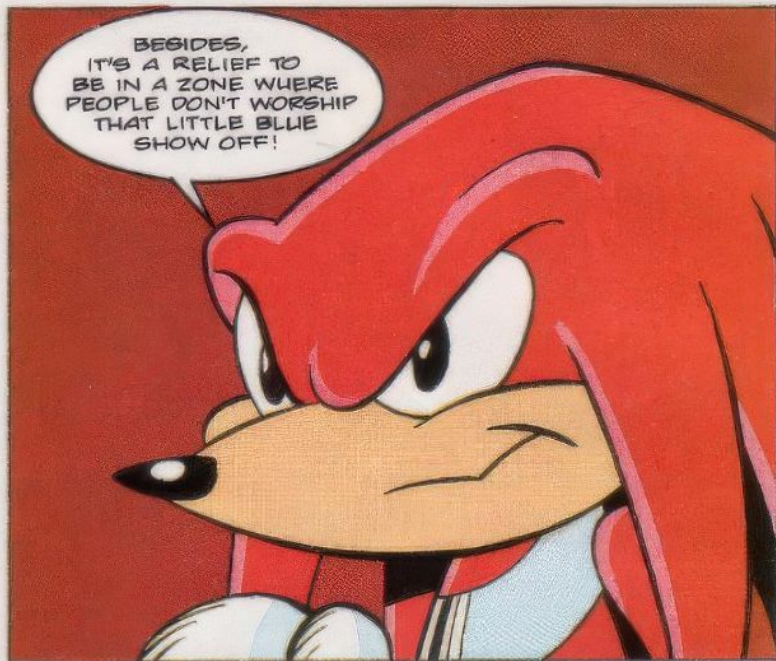
TAILS,
LOOK OUT!











NEXT ISSUE: A BRIDGE TOO FAR!



Q ZONE

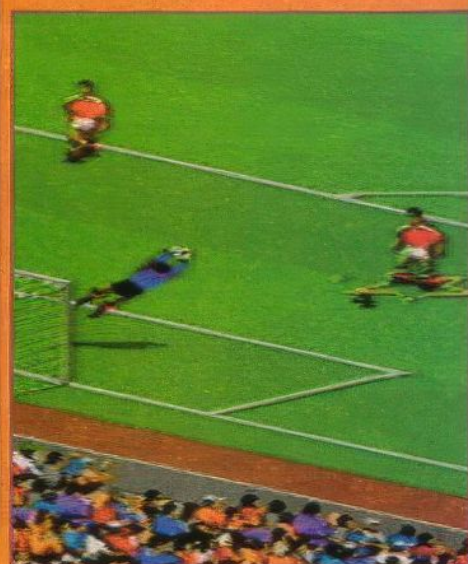
Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:

Q ZONE, SONIC THE COMIC, 25-31 TAVISTOCK PLACE, LONDON, WC1H 9SU.



FIFA '95



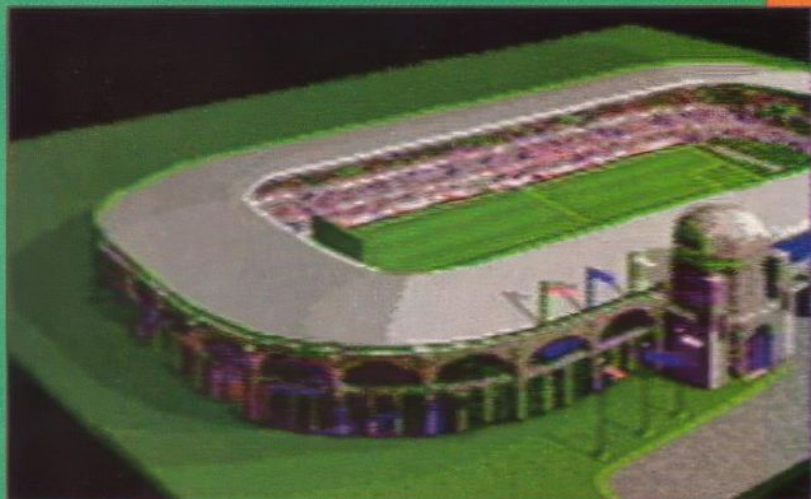
SPECIAL Part 3

In this concluding part of the FIFA '95 Special, game guru, David Gibbon offers a complete run-down of the best scoring options.

SELECTING YOUR GOAL-SCORING METHOD

THE RYAN GIGGS

Dribble the ball up the pitch by repeatedly tapping B (see *STC* 59's 'Get More Ball Possession'). Cut diagonally towards the goal and continue pressing B to break through the opposing defence before taking your shot.



OOH-AAH-CANTONA

This is an attempt to impersonate the true genius of Monsieur Cantona. Run down the wing until you get to the corner of the 18 yard box. Just outside is a dark square slice of turf - run into this and tap the A button whilst holding down the D-pad diagonally and you should now be able to chip the goalie.

MR SCHMEICHEL (TOP GOALIE?)

You may have noticed that many goalies seem to lose their grip when the ball is shot at them from 20 yards. This sometimes results in the ball bouncing back into play from a forced save, and if this happens, make sure you're alert enough to run in and fire a power shot into the back of the net!

SUPER FAST KANCHELISKIS

A man that runs the length of a football pitch almost as fast as Sonic the Hedgehog! If you have a winger of this calibre in your side, make sure you make use of his talents. Run down the field with the ball, dribble past the opposing



PLAYER SUBS

Manchester U

No.	Pos.	Name	Skill
1.	G	A. Finster	99
4.	D	P. Fenton	99
5.	D	J. Flemming	96
6.	D	H. Parton	91
3.	D	C. Barstow	88
11.	M	V. Strenko	99
10.	M	E. Pierce	99
7.	M	D. Francis	99
8.	M	L. Alton	96
13.	F	D. Roper	99

B-Coverage A-Swap C-Cancel

defenders and when a striker arrives in the six yard box lob the ball to him by pressing A. Hopefully, this will result in a nicely set up goal!

LIVERPOOL'S JOHN BARNES

Having some decent midfielders in your side can get you a few goals on the scoreboard. Once one of your midfielders has the ball, run up the pitch by repeatedly pressing B. Run at the defence and just as the opposition are about to tackle, press the C button for a 20-25 yard shot. Apply some swerve and a goal should be yours.

KOEMANEY

Using a good central defender, fire the ball up the field via the C button, or go for a long lob by holding down the A button. With a little practice and luck, you can land the ball on your striker's head for him to head it into the back of the net. Everyone should be able to appreciate a spectacular-looking goal.

IAN 'SURE-SHOT' WRIGHT

An effective tactic when playing a penalty/six yard box shot, is to play the ball across the floor with a short pass to feet. This can really put the goalie off, allowing your other striker to slide in and tap the ball home.

MAN UTD'S MARK HUGHES

With a top striker like this in your team, the end result is always going to be something special. Even the most hopeful ball can be headed, volleyed or even



bicycle-kicked into the net, so be patient and you will perfect the ariel shot.

TOP CHEATS

1. TAKING PENALTIES

When in a penalty shoot-out with your pals, make it obvious which way you're going to shoot by holding the D-Pad in front of them and holding left. After they've noticed you, switch right at the last second before shooting to score an easy goal. Once your friends know what you're doing, don't switch sides because they'll be expecting you to. Cruel, but it works very well!

2. WINNING A FREE KICK

When in possession of the ball, keep your back to your opponents. It's illegal for them to tackle you from behind, so once they do it - voila! A free kick is yours for the taking!



The END

GRAPHIC ZONE

SHOW STC WHAT YOU CAN DO WITH IMAGINATION AND A SHEET OF PAPER.
BOOMERS WHO GET THEIR ARTWORK PRINTED WILL RECEIVE A PACK OF **CRAYOLA PENS**.
SEE THE END OF THE GRAPHIC ZONE FOR MORE DETAILS.



... It's off to
school we go!

Julie-Ann Morse, Bedminster, Bristol.
Crayola Overwriter Pack Winner.



Teacher's pet!

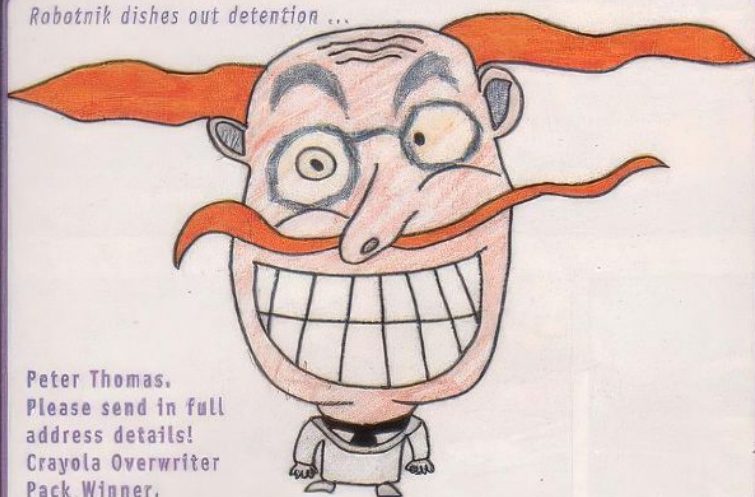
Lewis Woodstock, Taunton, Somerset.
Crayola Overwriter Pack Winner.



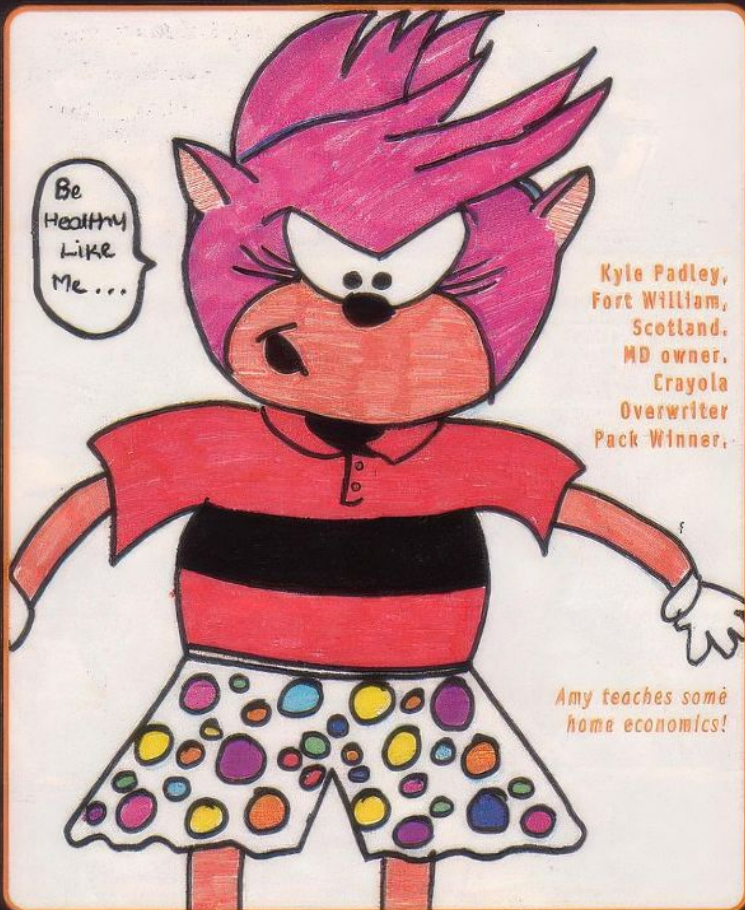
Knuckles
adopts a new
look for the
new term!

Allison Hedley, Rowlands Gill, Tyne & Wear.
Crayola Overwriter Pack Winner.

Robotnik dishes out detention ...



Peter Thomas.
Please send in full
address details!
Crayola Overwriter
Pack Winner.

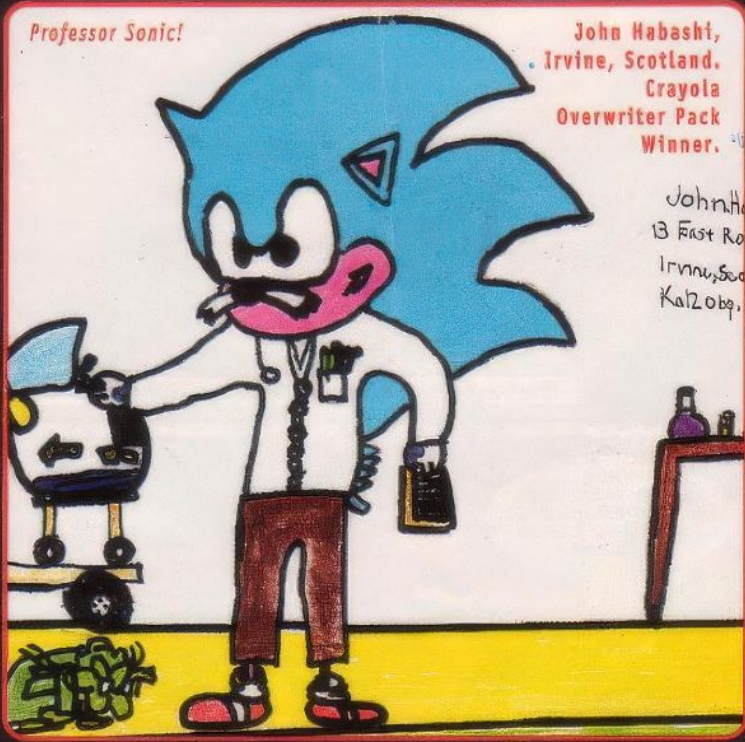


Kyle Padley,
Fort William,
Scotland.
MD owner.
Crayola
Overwriter
Pack Winner.

Amy teaches some
home economics!



Peter Vaughan,
Brighton,
E Sussex.
Crayola
Overwriter Pack
Winner.



Professor Sonic!

John Habasht,
Irvine, Scotland.
Crayola
Overwriter Pack
Winner.

John H
13 East Ro
Irvine, Scot
KA12 0BQ.

* Preferably paint on a plain white back-
ground, or use felt tip pens; avoid lined
paper, pencils and crayons as they don't
print as well.

* Be original and come up with your own
ideas.

* Write name and address (in capital
letters, please) on the back so that your
prize goes to the right address.

* Send artwork to:
GRAPHIC ZONE, SONIC THE COMIC, 25-31
TAVISTOCK PLACE, LONDON, WC1H 9SU.

EACH ARTIST-HUME
WHO GETS THEIR
HANDYWORK PRINTED
IN STC WILL RECEIVE A
PACK OF CRAYOLA
OVERWRITER COLOUR
FIBRE-TIPPED PENS.



SONIC'S WORLD

The Seven Badniks Part 2

Script: Mark Eyles

Art: Mike Nadley
& John Burns

Lettering: Tom Frame

B.A.R.F.* AGENTS CAM 'N BERT HAVE ARRIVED AT THE PALMTREE PANIC ZONE TO COLLECT SOME BADNIKS.

HEADS UP
BADNIKS!

*THAT'S BADNIK ARMY REPAIR FUNCTIONARIES, REMEMBER? - MEGADROID.



WHAT
DO YOU
WANT?

YOU'RE
COMING WITH US.
WE'RE RELOCATING YOU
TO THE GREEN HILL
ZONE. GET IN THE
ARK POD.

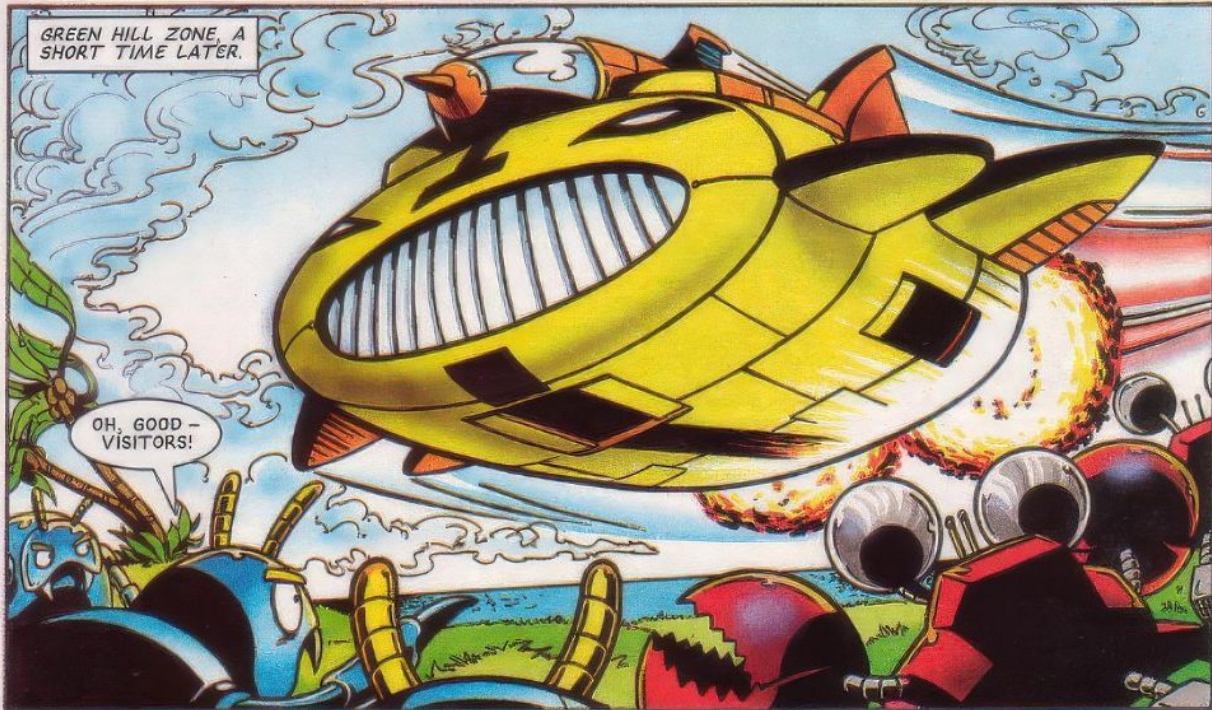
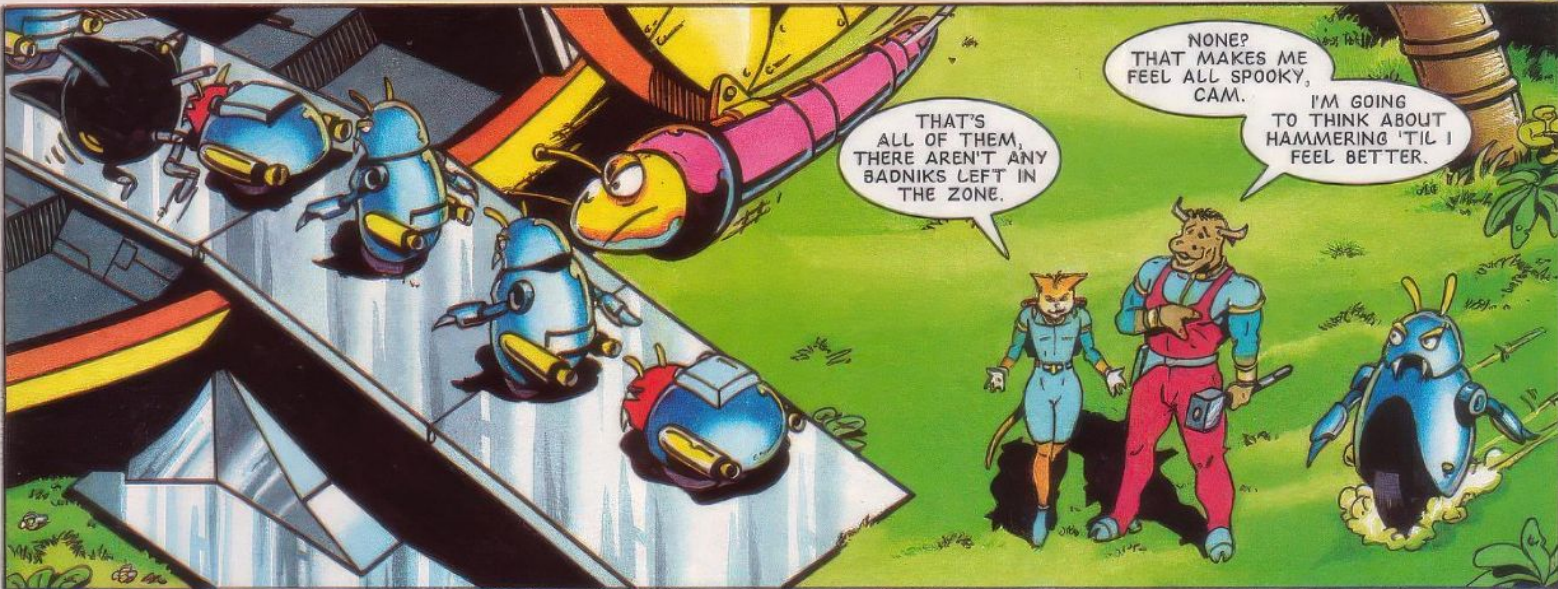
WHO'S
GONNA MAKE US?
WE LIKE IT HERE. GO
AWAY AND LEAVE
US ALONE -

- OR ELSE.

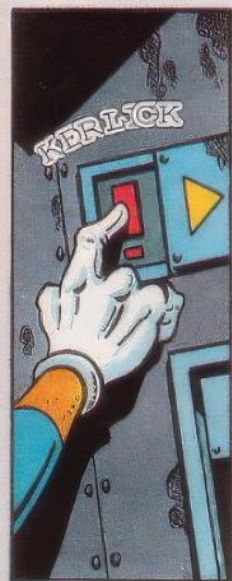
NUMBER
ONE
HAMMER!

KRUNK!

THANK YOU,
BERT. ANYONE
ELSE GOT ANY
OBJECTIONS?









EITHER POST YOUR MAIL TO:
SPEEDLINES, SONIC THE COMIC, 25/31 TAVISTOCK PLACE, LONDON WC1H 9SU.

... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).



Prehistoric Sonic!

Wayne Bradford, MD2 owner.
Sonic Stationery Winner.

SUMMERTIME BLUES!

Dear Megadroid,

I was very disappointed with the 1995 Sonic Summer Special because nearly all the stories were printed before in Sonic Poster Mags! Paul Spencer, Aylesbury, Bucks. MD owner.

Sonic Stationery Winner.



The Summer Special was marked up as a Classic collection, Paul, - i.e. it was made up of popular strips, taken from the regular comic. These are mainly put together for comic fans who do not normally buy regular copies of *STC*.

WIDE BOY-O!

Dear *STC*,

Since Sega games are so expensive, it's about time blank game cartridges were produced, together with a recording adaptor. This would enable me to make copies from an original.

Richard Hodgson, Gwent, S Wales.
MD owner.

Sonic Stationery Winner.



Interesting idea, but how will you be able to operate from jail?

DO IT YOURSELF!

Dear Megadroid,

Unfortunately, I forgot to enter the compo to win a **Sonic & Knuckles Jacket** back in *STC* 53, so please tell me where I can buy one from?

Michael Edwards, Harlow, Essex.
MD/MS owner.

Sonic Stationery Winner.



You're out of luck this time Michael, as the jacket was a one-off exclusive (results of the competition will be announced next issue). However, you could always get an artistic-hume to paint one on the back of a denim jacket, using fabric paint (available from haberdashery shops and department stores).



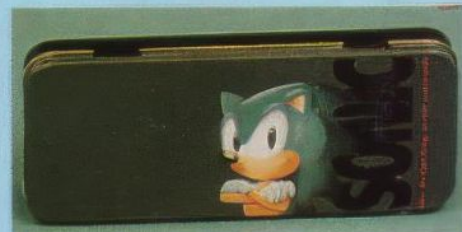
Send your e-mail messages to:
stc@richb.demon.co.uk
Be sure to include your snail mail (postal) address if you want to win a prize!

Amy wears the trousers!



Marfel Runacre-Temple,
Sonic Stationery Winner.

Everything printed in *Speedlines* wins a Highgrove Sonic Stationery set. Boomers will find the equipment extremely useful in helping to organise those important events in life.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please ask for Helen Waller on 0171 344 6400.



The Highgrove Stationery set is just part of a range of Sonic products available from most retail stationers.

NEXT ISSUE...

WHO'S THE HOT CROSS FOX?



FIND OUT IN
**KNUCKLES
& TAILS!**

Plus

SONIC!
METALLIX ARE GO!

**SONIC'S
WORLD!**
TROUBLE'S BREWING!

ECCO!
SPLASHES OUT!

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MEET THEM BEFORE
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STC 61

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DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG

☐

MCD

☐

MD

☐

MM

☐

MS

☐

32X

☐

SATURN ☐

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

AS A COMIC STRIP IN STC.

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 60

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.

